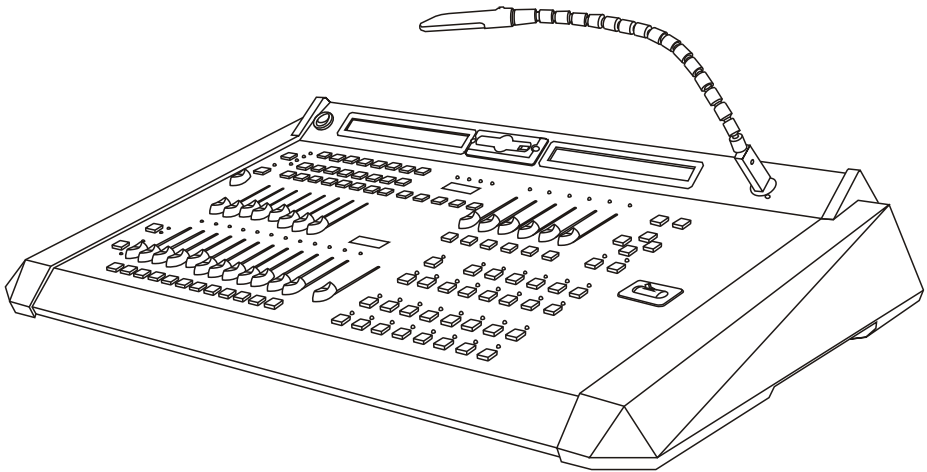




Light Desk Pro



User Instruction

Web site: www.highlite.nl

E-mail: info@highlite.nl

Contents

Introduction	1
Safety Rules	1
Notice Information	2
Specifications	3
Getting Acquainted	4
Principle Features	4
Basic Control Parts	5
Setup Menu Field	7
1. Internal Library	7
1.1 Create New Fixture	7
1.1.1 Total DMX Channel	8
1.1.2 LCD Effect Label	9
1.1.3 Internal Patch	10
1.1.4 Pan/ Tilt Patch	11
1.1.5 Hard/ Soft Cross	12
1.1.6 Fixture Name	13
1.1.7 Reset/ Lamp Values	14
1.1.8 Dip-Switch Configuration	15
1.1.9 Control Type	16
1.1.10 Dimmer Patch	18
1.2 Edit Existing Fixture	19
1.3 Delete Fixture	20
2. Patch	22
2.1 Fixture Patch	23
2.2 Parcan Patch	24
2.3 Strobe Patch	24
2.4 Smoke Patch	25

Contents

3. MIDI Channel	25
4. Strobe Type	26
5. Gooseneck Dimmer	26
6. View Free Memory	27
7. Send Data File	27
8. Load Data File	29
9. Update Software	30
10. Save to Card	31
11. Load from Card	32
Record	34
1. Record Shows	30
1.1 Active Effects	35
1.2 Edit Steps	36
1.3 Step's Time	37
2. Record Chases	38
3. Record Scenes	39
Playback	41
Strobes Control	42
Manual Fixtures	43
Utility Facilities	44
Times	44
Copy	45
Reset	46
Lamp	46
MIDI Implementation	47
Appendix A- Fixture Library	48

Introduction

Welcome!

You made the right decision by choosing this sophisticated and intelligent product. Every unit has been thoroughly tested and carefully packed before shipment. Unpack the shipping carton carefully, saving the carton and all packing materials for possible later use.

Check carefully for sure your product is not damaged and all accessories not missing. If your product appears to be damaged or missing, please do not use it and contact your local distributor immediately.

Please read this manual carefully and thoroughly, as it gives important information regarding safety, use and maintenance. Keep this manual with the unit for possible future reference.

Safety Rules

- To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
- Do not spill water or other liquids into or on to your unit.
- Be sure that the local power outlet matches that of the required voltage for your unit.
- Do not attempt to operate this unit if the power cord has been damaged.
- Turn off immediately in the event of malfunction.
Should you notice smoke or an unusual smell coming from the equipment, please discontinue using it and disconnect from the power immediately.
- Do not open the unit - there are no user serviceable parts inside.
- Do not dismantle or modify the unit, as this voids all warranties.
- Do not attempt repairs. Repairs by unqualified people could cause damage or faulty operation. Contact your local authorized service center.

Introduction

Notice Information

Keep dry

This product is not waterproof, and may malfunction if exposed to high levels of humidity. Rusting of the internal mechanism can cause irreparable damage.

Do not drop

This product may malfunction if subjected to strong shocks or vibration.

Keep away from strong magnetic fields

Do not use or place this device in vicinity of equipment that generates strong electromagnetic radiation or magnetic fields. Strong static charges or the magnetic fields produced by equipment such as radio transmitters could interfere with the display or affect the product's internal circuitry.

Cleaning

Due to fog residue, smoke, and dust, cleaning the exterior of the case may become necessary. Use normal glass cleaner and soft cloth to wipe down the outside casing.

CF cards

Memory card may become hot during use. Observe due caution when removing memory cards from this device.

Attention! Use recommended 32 M Compact Flash Card only.

The console requires a CF card for its exclusive use, otherwise data error may occur when you use the CF card for other consoles.

Copyright Notice

No part of the manual included with this product may be reproduced, transmitted, transcribed, stored in a retrieval system, or translated into any language in any form, by any means, without authorized written permission.

Specification

Model:	Light Desk Pro
Power Requirement:	AC 230V/ AC 120V
Housing:	Sheet metal with epoxy powder finish
LCD:	2x40 characters
DMX Channels	512 max., Configurable for intelligent fixtures, traditional pars and DMX strobes
Inputs/Outputs	DMX OUT: 3-pin Neutrik chassis connector MIDI IN/THRU/OUT: Standard 5-pin DIN connector RS-232 Port: DB9 connector Audio IN: 1/4" unbalanced stereo jack
Audio trigger:	Built-in microphone or line in
Overall Dimensions:	650x400x115mm
Weight:	Approx. 8.3 Kg
Optional Accessory:	Memory Card: ScanDisk 32 MB Compact Flash Card DJ Lamp: USB connector, 5V/1W gooseneck light

Getting acquainted

Principle Features

- 512 DMX channels (24 channels for pars, 8 channels for strobes and up to 36 channels per fixture)
- 20 preset Strobe programs & 48 programmable scenes
- 48 freely programmable shows for the fixtures, each with a maximum of 48 steps
- 48 freely programmable chases for the pars, each with a maximum of 48 steps
- Internal Library is editable for up to 256 fixtures
- Free access of CF card(32MB) to exchange the data files, including the library, memory and setup
- The data files can be downloaded or uploaded to a PC
- The software can be updated with new versions
- Audio input and built-in microphone for music sync. Functions
- USB socket for DJ lamp(5V, 1W)
- Joystick for Pan/ Tilt adjustment of fixtures
- Blackout & grand master
- Two LCD displays, 40x2 characters each & two 4-digit LED display
- Four 3-pin female XLR sockets for 512 DMX channels output
- MIDI In/ Thru/ Out connectors

Getting acquainted

Basic Control Parts

Fixture & Numbers 1-16

The Fixture and Number 1-16 buttons are used to select patched fixtures for programming or manual control. Also, they can be used to make a group of fixtures by pressing several numbers 1-16 buttons while holding down the Fixture button.

Joystick

This joystick is used for control of Pan or Tilt movement for the fixtures.

Pan/Tilt

The Pan button turns on/off Pan movement of the joystick, and the Tilt button turns on/off Tilt movement of the joystick.

Setup

Press this button to access Setup menu.

Record

Press this button to access Record mode.

Cursor (Up/ Down/ Forward/ Backward)

Up/ Down buttons are used for adjustments of the active items. Meanwhile, Forward/ Backward buttons are used to select the active item by moving from field to field in the bottom line of the Screen display.

Effect Faders (1-6)

These six faders are used for effects adjustment in the Screen display directly above each fader.

OK (→) & ESC (←) buttons

Press "ok" to confirm your settings or access its subordinate. Likewise, press "esc" to cancel your settings or return to the previous menu.

Channel Faders (1-12)

These 12 faders, in combination with the Channel button, can be used to control the 24 individual channels of the lightings

Getting acquainted

Basic Control Parts

Flash 1-12

These 12 buttons are used to bring an individual channel to full intensity. They also are used in combination with the Flash Page button, to select the scene or the step number of the chases or shows. "Latch" can be enabled when the buttons are pressed down for 2 seconds.

Flash Page

In combination with the Flash buttons, this button is used to page through pages 1-4 of 12 scenes, 12 steps of the chases or shows.

Channel Bank

This button is used to select the channels between two bank, the first 1-12 channels, and the second 13-24 channels.

Dimmer Master Fader

This fader is used to control the overall fader output of two banks of channels(1-12/13-24).

Grand Master Fader

This fader is used to determine maximum output of all dimmer faders.

Preset Faders (1-8)

These 8 faders are used to control the dimmer level of the preset respectively.

Blackout

When pressed, all levels will go to zero. (The flashing LED above the button will indicate this). Press again, all levels will return.

Audio Button

This button is used to enable or disable audio synchronized control of the selected scenes, chases, shows and the strobe programs.

Setup Menu

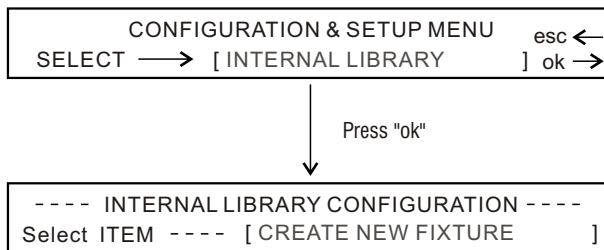
First, make sure this console is in Fixture control mode by observing the Fixture LED indicator and LCD Screen on upper-right. The Fixture LED indicator will be lit and the LCD Screen will show the message "Select Fixture".

Press the Setup button to activate Setup mode. A yellow LED above the button will blink briefly and the overhead LCD Screen will show the message "Configuration & Setup Menu" indicating you're in Setup menu.

The Setup menu contains 11 submenus, namely Internal Library, Patch, MIDI Channel, Strobe Type, Gooseneck Dimmer, View Free Memory, Send Data File, Load Data File, Update Software, Save to Card and Load from Card.

1. Internal Library

Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until the LCD Screen shows [Internal Library] in the bottom line.



Press "ok" to access setting menu, which consists of three(3) options, including Create New Fixture, Edit Existing Fixture and Delete Fixture. Hereinafter we will give step-by-step instructions.

1.1 Create New Fixture

Move the Fader 5 or press UP/DOWN buttons until the message [CREATE NEW FIXTURE] appears in the Screen.



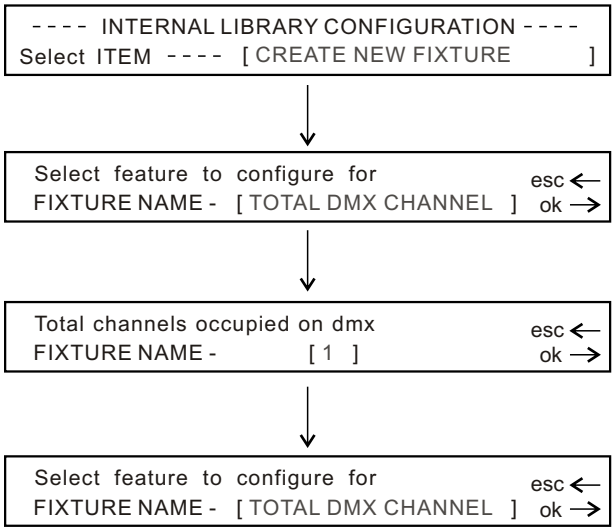
Setup Menu

Press "ok", a new window will appear indicating you that can start to establish the configuration for the newly-added fixture. This menu allows you to add a fixture and its attributes into the fixture library(The library can hold a maximum of 255 types of fixtures). There are ten(10) options in Create New Fixture, namely Total DMX Channel, LCD Effect Label, Internal Patch, Pan/ Tilt Patch, Hard/ Soft Cross, Fixture Name, Reset/ Lamp Values, Dip-Switch Configuration, Control Type and Dimmer Patch.

1.1.1 Total DMX Channel

When the LCD Screen shows the message "Create New Fixture", press "ok", then move the Fader 5 or press UP/DOWN buttons until [TOTAL DMX CHANNEL] appears in the Screen.

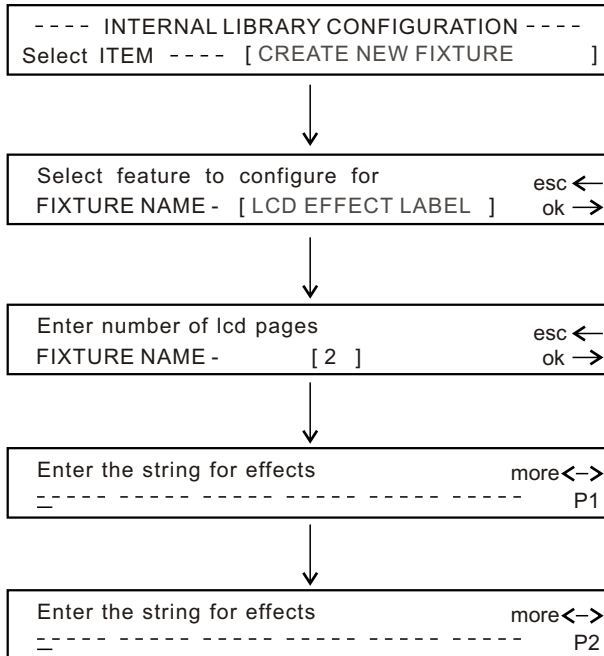
Press "ok", a new window will appear telling you to determine how many channels your new fixture will use. Move the Fader 5 or cursor Up/Down button to select a value within 1-36, then press "ok" to confirm your setting and return to the earlier menu.



Setup Menu

1.1.2 LCD Effect Label

When the LCD Screen shows the message "Create New Fixture", press "ok", then move the Fader 5 or press UP/DOWN buttons until [LCD EFFECT LABEL] appears in the Screen.



Press "ok", a new window will appear telling you to enter a value within 1-5 for the amount of pages required to view all lighting effects on the Screen. Move the Fader 5r or cursor Up/Down button to select a value within 1-5, then press "ok" to confirm or "esc" to exit.

Press "ok", a new window will appear prompting you to enter a string of effects - a definition list of the commands required by the fixture to be written on the Screen, for each page. Each page contains 6 strings of effect, and each string consists of a maximum of 6 characters. Press Cursor Up/Down to call in string effects from built-in. If you need some special effects, you'll have to make a new one yourself. Press Forward or Backward button to pass from letter to letter, then move Fader 1 to enter the character one by one. This console has a embedded dictionary, you can move the Fader 1 to scroll through all characters available.

Setup Menu

Once you've completed the effects label of the 1st page, press "ok" to go on with the 2nd page. Repeat the procedures stated in the above paragraph.

Had you finished all effects label, please press "esc" to return to the earlier menu. The storage is automatic.

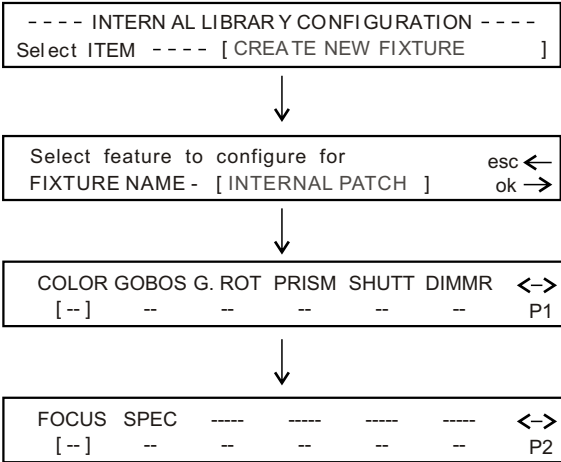
1.1.3 Internal Patch

When the LCD Screen shows the message "Create New Fixture", press "ok", then move the Fader 5 or press UP/DOWN buttons until [INTERNAL PATCH] appears in the Screen.

Press "ok", a warning message will appear in the Screen telling you not to reuse a channel for two or more effects. Press "ok" again, the effect strings previously created in menu 1.1.2 LCD Effect Label will reappear.

This function allows you to give an assignment of fixture channels according to fixture profile. Move the respective faders 1-6 to select appropriate channel number for the function effects in the Screen directly above these faders 1-6. Also you can press Forward or Backward to pass from effect to effect, then use Up/Down button to select the desired channel number for the underlined effect.

Press "ok" to go on with channel assignment if there is more than one page. Had you finished all channels assignment, press "esc" to return to the earlier menu. The storage is automatic.



Setup Menu

1.1.4 Pan/ Tilt Patch

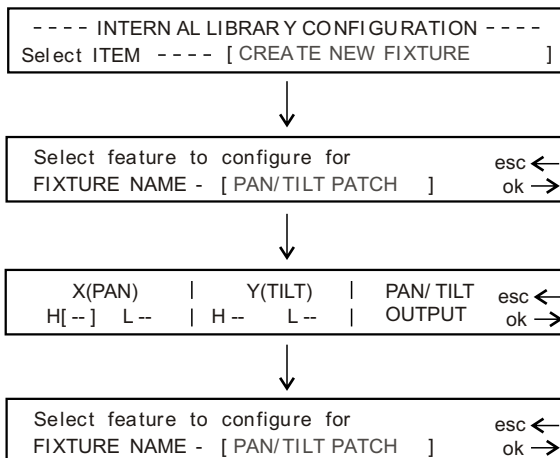
When the LCD Screen shows the message "Create New Fixture", press "ok", then move the Fader 5 or press UP/DOWN buttons until [PAN/TILT PATCH] appears in the Screen.

Press "ok", a warning message will appear in the Screen telling you that every Pan and Tilt channel should be solely reserved. Press "ok" again, a new window will appear requesting you to assign the Pan(X) or Tilt(Y) movement of the fixture. Most fixtures allow both 8- and 16-bit control, some only 8-bit. In 16-bit mode, the Pan movement requires two channels, namely high(H) and low(L) position, so does the Tilt movement. In 8-bit mode, just one channel is used for Pan or Tilt, so only high position is set.

Move the respective faders 1-4 to select proper channel numbers for Pan coarse, Pan fine, Tilt coarse and Tilt fine movement of the fixture. Also you can press Forward or Backward to activate an item, then use Up/Down button to select the channel number for the item.

Had you finished all channels assignment, press "ok" or "esc" to return to the earlier menu. The storage is automatic.

Caution! Please take note you must assign the Pan or Tilt movement of the fixture correctly, otherwise you will not successfully create a new fixture.



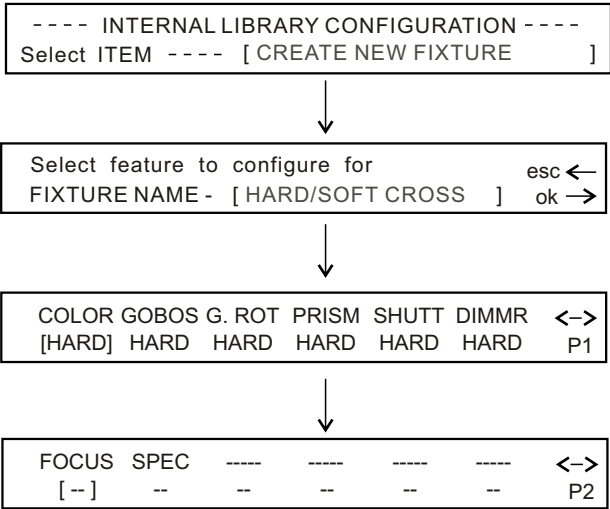
Setup Menu

1.1.5 Hard/ Soft Cross

When the LCD Screen shows the message "Create New Fixture", press "ok", then move the Fader 5 or press UP/DOWN buttons until [HARD/SOFT CROSS] appears in the Screen.

Press "ok", the effect strings previously created in menu 1.1.2 LCD Effect Label will reappear. This function allows you to determine how a fixture channel will obtain its desired setting. This may be "Hard", i.e. Taking place with no-fadetime, or "Soft", i.e. Taking place with fadetime. Respectively move faders 1-6 to select "Hard" or "Soft" for the function effects in the Screen directly above these faders 1-6. Also you can press Forward or Backward to pass from effect to effect, then use Up/Down button to select "Hard" or "Soft" for the underlined effect.

Press "ok" to go on if there is more than one page. Had you finished all settings, press "esc" to return to the earlier menu. The storage is automatic.



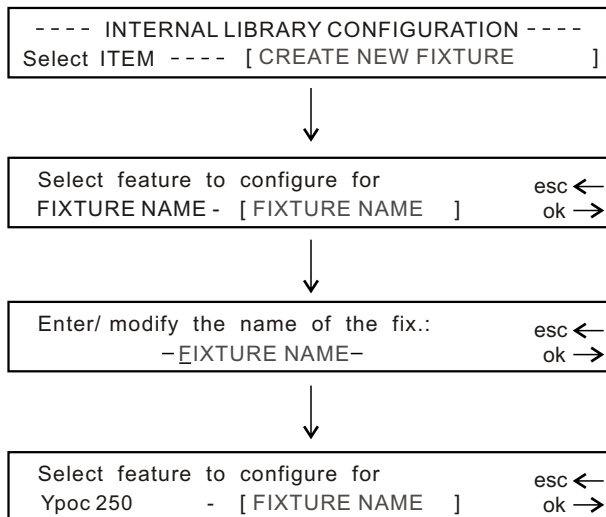
Setup Menu

1.1.6 Fixture Name

When the LCD Screen shows the message "Create New Fixture", press "ok", then move the Fader 5 or press UP/DOWN buttons until [FIXTURE NAME] appears in the Screen.

Press "ok", a new window will appear indicating you to enter or modify the name for the fixture. Press Forward or Backward button to move the underline to desired position, then move Fader 4 or press Up/Down button to select the character for the underlined position.

Had you finished your change of the fixture name, press "ok" to confirm it and return to the earlier menu. If you want to give up, just press "esc" to return to the earlier menu.



Setup Menu

1.1.7 Reset/ Lamp Values

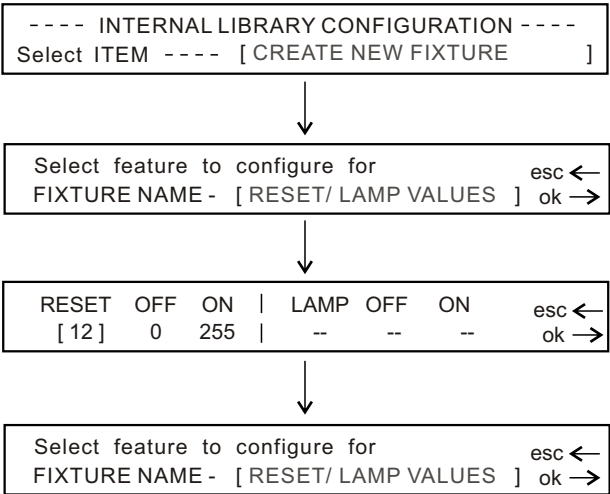
When the LCD Screen shows the message "Create New Fixture", press "ok", then move the Fader 5 or press UP/DOWN buttons until [RESET/ LAMP VALUES] appears in the Screen.

Press "ok", a warning message will appear in the Screen telling you that Reset or Lamp channel should not be identical to that of Pan, Tilt or Dimmer. Press "ok" again, a new window will appear requesting you to assign the Reset, Lamp and their on/off values. This function allows you to carry out Remote Reset and Remote Lamp on/off if your fixture supports.

Respectively move faders 1-6 to set up Reset and Lamp as well as their on/off values. Also you can press Forward or Backward to activate an item, then use Up/Down button to select the settings.

Had you finished your settings, press "ok" to confirm it and return to the earlier menu. If you want to give up, just press "esc" to return to the earlier menu.

Caution! Please take note you must correctly set up Reset and Lamp functions, otherwise you will not successfully create a new fixture.



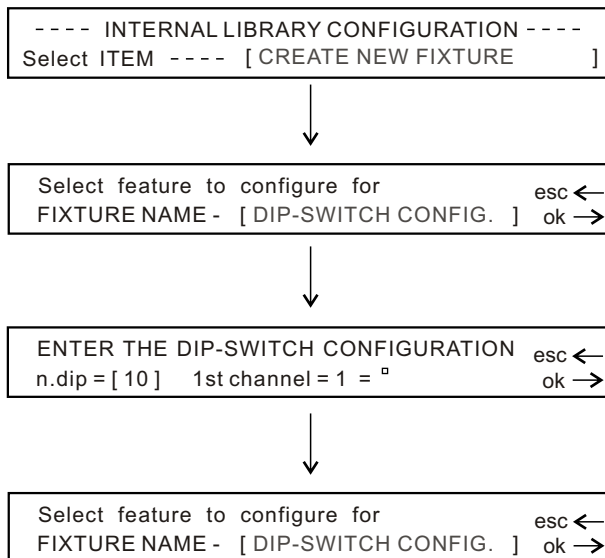
Setup Menu

1.1.8 Dip-Switch Configuration

When the LCD Screen shows the message "Create New Fixture", press "ok", then move the Fader 5 or press UP/DOWN buttons until [DIP-SWITCH CONFIG.] appears in the Screen.

Press "ok", a new window will appear indicating you to make a configuration of dip-switch if necessary. This function allows you to select the Dip-switch and addressing system that your fixtures use. If your fixtures have new addressing setup instead of Dip-switch setup, you can ignore this setup. Move fader 2 to select the number of switches within 5-10, move fader 5 to select the addressing system between "0" and "1" - the first denotes a pure binary system, whereas the second refers to a system that will automatically add a 1 to the address.

Had you finished your settings, press "ok" to confirm it and return to the earlier menu. If you want to give up, just press "esc" to return to the earlier menu.



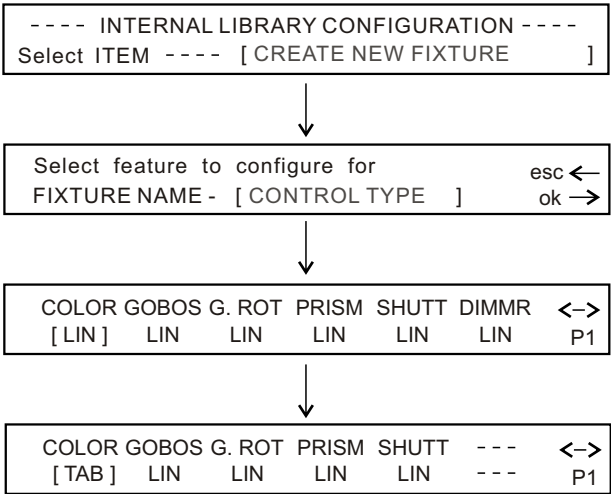
Setup Menu

1.1.9 Control Type

When the LCD Screen shows the message "Create New Fixture", press "ok", then move the Fader 5 or press UP/DOWN buttons until [CONTROL TYPE] appears in the Screen.

Press "ok", the effect strings previously created in menu 1.1.2 LCD Effect Label will reappear. This function allows you to select the control type for lighting effects. It's well known many fixtures have continuous color and gobo wheel rotation, which enables operators to obtain interesting projection effects. However, it is more important to be able to directly jump to a certain color or effect during programming. The types of control available are Linear(LIN) and Tabset(TAB): the first allows you to use programmed fader to adjust the fixture channel proportionally, the second allows you to use Up/Down button to abruptly change the condition in accordance with the pre-set tabset.

Move the repective faders 1-6 to select "LIN" or "TAB" for the function effects in the Screen directly above these faders 1-6. Also you can press Forward or Backward to pass from effect to effect, then use Up/Down button to select "LIN" or "TAB" for the effect.



Setup Menu

As described in the above paragraph, "TAB" allows you to use Up/Down button to jump to certain condition in accordance with the pre-set tabset. To establish a tabset, please follow the below procedures:

a. Press the function button directly below the function effect in the LCD Screen, a new window will appear:

PAGE_1	TOT.Pset	Pset	VALUE	esc ←
EFFECT_1	[1]	1	0	ok →

Where "TOT.Pset" is the amount of tabulation values, "Pset" is the ordinal number of tabulation values and "VALUE" is the assignment.

b. Move the Fader 3 to determine how many tabulation values you wish to use. This value ranges from 1-50. Once the amount of tabulation values is decided, move the Fader 5 to select the number for "Pset" and the Fader 6 to select the value within 0-255 for "VALUE".

PAGE_1	TOT.Pset	Pset	VALUE	esc ←
EFFECT_1	[5]	1	0	ok →

PAGE_1	TOT.Pset	Pset	VALUE	esc ←
EFFECT_1	[5]	2	25	ok →

PAGE_1	TOT.Pset	Pset	VALUE	esc ←
EFFECT_1	[5]	3	99	ok →

PAGE_1	TOT.Pset	Pset	VALUE	esc ←
EFFECT_1	[5]	4	101	ok →

PAGE_1	TOT.Pset	Pset	VALUE	esc ←
EFFECT_1	[5]	5	250	ok →

c. Repeat moving Fader 5 and Fader 6 until all tabulation values have been assigned. Had you finished the whole tabulation, press "ok" to confirm it and return to the earlier menu. If you want to give up, just press "esc" to return to the earlier menu.

COLOR GOBOS G. ROT PRISM SHUTT	---	<-->
[TAB] LIN LIN LIN LIN	---	P1

Setup Menu

Press "ok" to go on with your setup with control type if there is more than one page.
Had you finished your settings, press "esc" to return to the earlier menu. The storage is automatic.

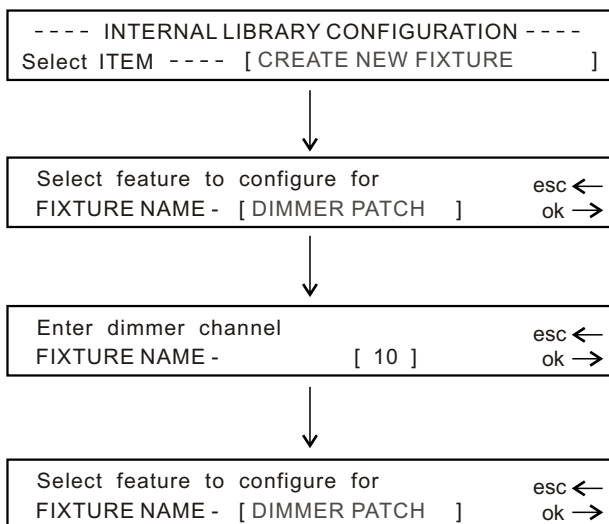
1.1.10 Dimmer Patch

When the LCD Screen shows the message "Create New Fixture", press "ok", then move the Fader 5 or press UP/DOWN buttons until [DIMMER PATCH] appears in the Screen.

Press "ok", a warning message will appear in the Screen telling you that the Dimmer channel should not be identical to that of Pan, Tilt, Reset or Lamp. Press "ok" again, a new window will appear indicating you to assign the Dimmer channel.

Move the Fader 5 to select a value for the dimmer channel according your fixture profile.

Had you finished your settings, press "ok" to confirm it and return to the earlier menu.
If you want to give up, just press "esc" to return to the earlier menu.



Setup Menu

1.2 Edit Existing Fixture

Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until the message [Internal Library] appears in the Screen.

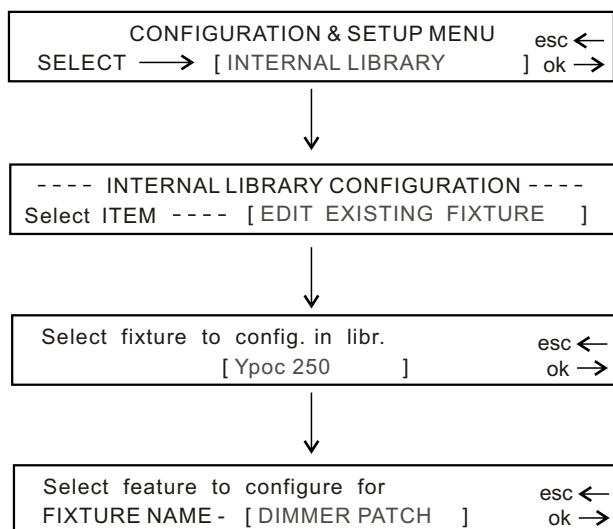
Press "ok", a new window will appear. Move Fader 5 or press Up/Down button until the message [EDIT EXISTING FIXTURE] appears in the Screen.

Press "ok", a new window will appear indicating you to select the fixture you wish to edit. This menu allows you to modify the attributes of fixtures already in the library.

Move the Fader 4 or Up/Down button to select desired fixture from the library.

Once the fixture is selected, press "ok", a new window will appear indicating that you can start to modify the attributes of this fixture.

Please refer to menu 1.1 and its submenus for instructions of configuration of fixture.



Setup Menu

1.3 Delete Fixture

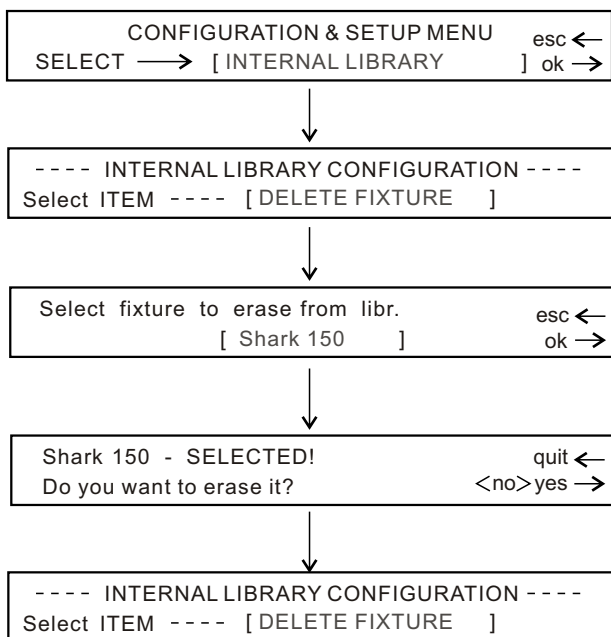
Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until the message[Internal Library] appears in the Screen.

Press "ok", a new window will appear. Move Fader 5 or press Up/Down button until the message [DELETE FIXTURE] appears in the Screen.

Press "ok", a new window will appear indicating you to select the fixture you wish to delete. This menu allows you to delete unwanted fixtures from the library.

Move the Fader 4 or Up/Down button to select desired fixture. Once the fixture is selected, press "ok", a warning message will appear asking whether you are sure to delete this fixture.

Press "ok" (yes) to confirm this deletion. This fixture will be deleted from the library successfully when it returns to the earlier menu. If the fixture is currently used in the Patch, you won't delete this fixture and a prompt will appear in the Screen. You can press "esc" to cancel this deletion and have a new try. Press F6 button directly below "no" in the Screen to leave this menu without deleting this fixture.



Setup Menu

Helpful - About error messages

If there is any mistake or omission during internal library configuration, a prompt will appear in the Screen:

CONFIGURATION MISHMASH! Do you want to exit or retry?	retry ← exit →
--	-------------------

If you have changed the attributes of a existed fixture, when you leave this menu A message like this will appear:

FIXTURE NAME - ALREADY EXIST! Do you want to replace it?	quit ← <no>yes →
---	---------------------

Press "ok" to confirm your modifications, "esc" to cancel your modification and retry or "no" to abort this setup without modifying the attributes of the fixture and return to the earlier menu.

The library can contain a maximum of 256 fixtures. When there are 256 fixture in the library and you try to add a new one, a reminder message will appear:

ALL LIBRARY HAVE BEEN USED!	esc ← ok →
-----------------------------	---------------

If you want to delete the fixture that has been patched, a reminder message will appear.

THIS FIXTURE IS CURRENTLY USED IN PATCH!	esc ← ok →
---	---------------

When there is no fixture in the library and you try to delete a fixture , a reminder message will appear.

NO FIXTURE!	esc ← ok →
-------------	---------------

Setup Menu

2. Patch

Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until the message [PATCH] appears in the Screen.

CONFIGURATION & SETUP MENU		esc ←
SELECT →	[PATCH]	ok →

Press "ok", a new window will appear indicating you to select "ON" or "OFF" for "DMX CHANNEL AUTO PATCH". This menu allows you to select automatic or manual patch. Move Fader 5 or press Up/Down button to select "ON" or "OFF", namely automatic or manual patch.

When "ON" is selected(Automatic patch is active), up to 16 patched fixtures will be automatically addressed within 1-479, DMX addresses 480-503(12 channel faders: 1-12/13-24) will be addressed to the Par-lights consecutively, and DMX addresses 504-511 will be automatically allocated to 4 strobes, consequently, DMX address 512 will be left for the Fog machine. When "OFF" is selected(Manual patch is active, you can allocate DMX addresses at your discretion.

Had you changed the patch mode, press "ok", a new window will appear asking for your conformation. If you are sure, press "ok"(yes) to confirm your selection and access the settingl menu. Press "esc"(quit) to cancel it and retry. "no" will abort this setting and return to the earlier menu.

DMX CHANNEL AUTO PATCH		esc ←
SELECT →	[ON]	ok →

↓

DMX CHANNEL AUTO PATCH-ON		quit ←
Do you want to change it?		<no>yes →

Press "ok" to access the settingl menu, a new window will appear indicating you to select the unit type you wish to patch. Whether you are in Automatic or Manual patch mode, there are four(4) unit types, namely the Fixture, Parcan, Strobe and Fog Machine.

Move Fader 5 or press Up/Down button until desired unit appears in the Screen. Please read the following paragraphs to learn more.

Setup Menu

2.1 Fixture Patch

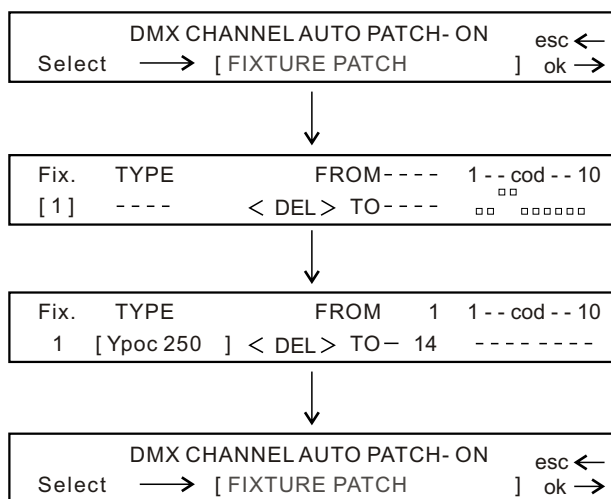
Move the Fader 5 or press Up/Down buttons until the message [FIXTURE PATCH] appears in the Screen.

Press "ok" to access the setting menu, a new window will appear. This menu allows you to establish a patch of up to 16 fixtures. Move the Fader 1 to select fixture number within 1-16, then move the Fader 2 to select your desired fixture from the library for the selected number. Repeat this step until you've completed this patch. Also you can use Forward/Backward button to pass from fixture number to type, then press Up/Down button to select the number or type.

When you are in Automatic patch mode, all patched fixtures will be automatically addressed within 1-479, thus you may save a great deal of pain. When you are in Manual patch mode, please calculate the DMX channels carefully so that you can establish a proper patch.

To remove a fixture from this patch, you just need to press the function button directly below the Fader 5.

When you have finished this patch, you can press "ok" or "esc" to return to the earlier menu. The storage is automatic.



Setup Menu

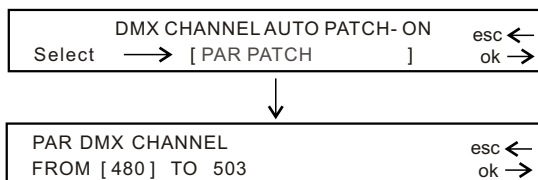
2.2 Parcan Patch

Move the Fader 5 or press Up/Down buttons until the message [PAR PATCH] appears in the Screen. Press "ok" to access the setting menu, a new window will appear. This menu allows you to address 24 Par-lights consecutively.

When you are in Automatic patch mode, DMX addresses 480-503, i.e. 12 channel faders 1-12/13-24 will be automatically addressed to the Par-lights.

When you are in Manual patch mode, please calculate the DMX channels carefully to address properly.

Move the Fader 2 or press Up/Down button to select the starting DMX address, 24 consecutive addresses will be automatically given. Press "ok" to confirm your setting, either you can press "esc" to give up and return to the earlier menu.

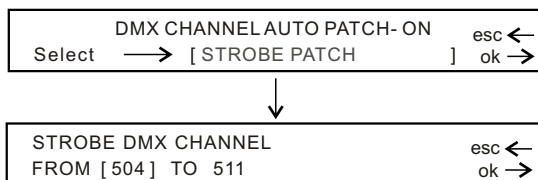


2.3 Strobe Patch

Move the Fader 5 or press Up/Down buttons until the message [STROBE PATCH] appears in the Screen. Press "ok" to access the setting menu, a new window will appear. This menu allows you to address 4 Strobes with two(2) channels each.

When you are in Automatic patch mode, DMX addresses 504-511 will be automatically addressed to the Strobes. When you are in Manual patch mode, please calculate the DMX channels carefully to address properly.

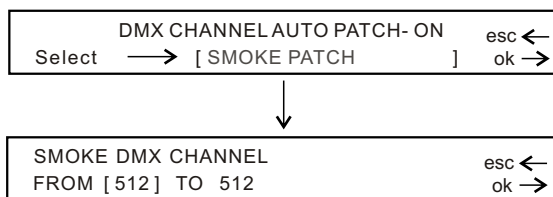
Move the Fader 2 or press Up/Down button to select the starting DMX address, 4 strobes will be automatically addressed. Press "ok" to confirm your setting, either you can press "esc" to give up and return to the earlier menu.



Setup Menu

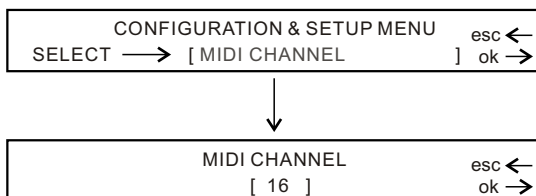
2.4 Smoke Patch

Move the Fader 5 or press Up/Down buttons until the message [SMOKE PATCH] appears in the Screen. Press "ok" to access the setting menu, a new window will appear. This menu allows you to address the Fog Machine, i.e. Smoke.. When you are in Automatic patch mode, DMX address 512 will be automatically addressed to the Smoke. When you are in Manual patch mode, please calculate the DMX channels carefully to address properly. Move the Fader 2 or press Up/Down button to select the proper DMX address for the Smoke. Press "ok" to confirm your setting, either you can press "esc" to give up and return to the earlier menu.



3. MIDI Channel

Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until the message [MIDI CHANNEL] appears in the Screen. Press "ok" to access setting menu, a new window will appear indicating you to select the MIDI channel in accordance with that of MIDI device or sequencer. This function allows you to use a MIDI device or sequencer to operate this console. Move Fader 4 or press Up/Down button to select a value within 1-16. Press "ok" to confirm your setting or you can press "esc" to give up and return to the earlier menu.

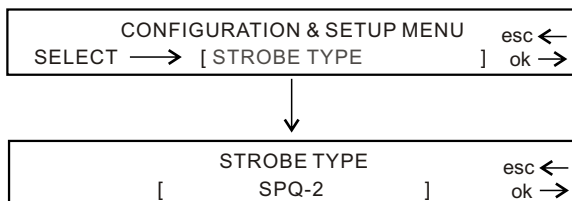


Setup Menu

4. Strobe Type

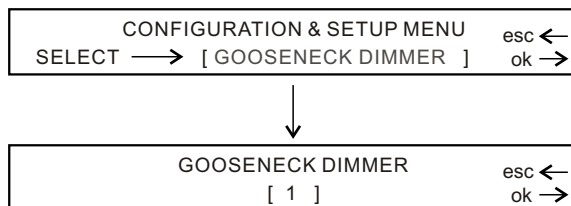
Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until the message [STROBE TYPE] appears in the Screen. Press "ok" to access setting menu, a new window will appear. This function allows you to select the strobe between SPQ-2 and SP-1500/SP-750/SP-200H, which you can control using this console. Move Fader 4 or press Up/Down button to select desired strobe type. Press "ok" to confirm your setting or you can press "esc" to give up and return to the earlier menu.

Attention! You may have to do some extra setup on your strobes to adapt to this console. As for the SPQ-2, make sure that you switch Dip-switches 1 & 2 on and the rests off. As for the other strobes, please be sure they are in DMX pack mode.



5. Gooseneck Dimmer

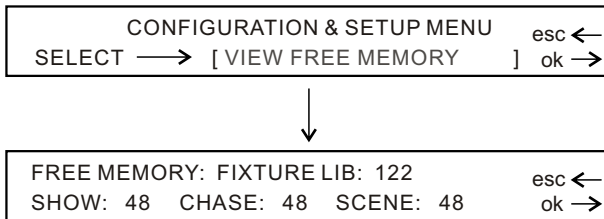
Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until [GOOSENECK DIMMER] appears in the Screen. Press "ok" to access setting menu, a new window will appear. This function allows you to adjust the light intensity for the DJ work light(sold separately). Move Fader 4 or press Up/Down button to select a value within 0-16. "0" will give zero intensity(fully off), and "16" will give 100% intensity(fully on). Press "ok" to confirm your setting or you can press "esc" to give up and return to the earlier menu.



Setup Menu

6. View Free Memory

Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until [VIEW FREE MEMORY] appears in the Screen. Press "ok", a new window will appear telling you how many data files there are and how much memory space is available for the fixture library. Press "ok" or "esc" to return to the earlier menu.



7. Send Data File

Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until [SEND DATA FILE] appears in the Screen. Press "ok" to access setting menu, a new window will appear indicating you to select desired data file to make a backup in your PC. This function allow you to make a backup of the Fixture Library, Memory or Setup in your PC via RS-232 port. Before you can start sending the data file, please make sure you've established the communication between this console and your PC successfully and window configuration has been completed properly.

Please read the following paragraphs to learn how to set up RS-232 connection and window configuration.

Help - RS-232 connection and window Configuration

To connect to a PC, you will need a serial lap link cable available at any computer store. A standard RS-232 cable will not work. Connect the RS-232 port on Light Desk Pro to one of the Serial " com" ports on your PC.

Setup Menu

You will need a PC running Windows 95/ 98 or higher to connect to Light Desk Pro. Windows comes with an accessory called Hyper Terminal that can communicate with Light Desk Pro via one of the "COM" ports on your PC. Determine which of your "COM" ports is available. COM 1 is generally used for the mouse so it is always advisable to connect your Light Desk Pro to COM 2 on your PC.

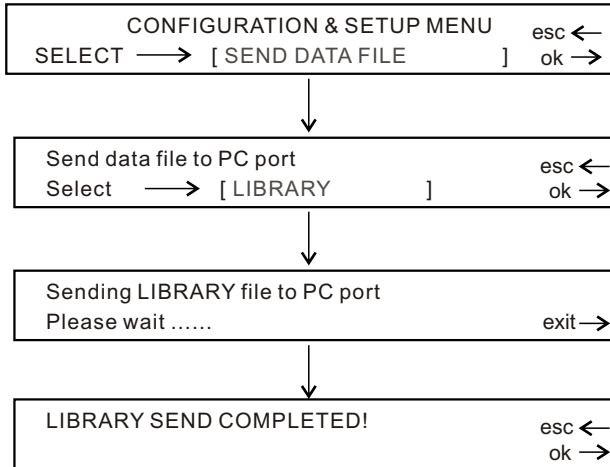
You must first configure Hyper Terminal to work with Light Desk Pro. Start the Hyper Terminal program by clicking on "Start" in Windows then "Programs" then "Accessories" then "Hyper Terminal" then "Hypertrm". If for some reasons Hyper Terminal is not installed on your version of Windows, install it from your Windows CD. Go to the control panel, select Add/Remove Programs, select Windows Setup, and then select Communication. Follow the instructions to complete the installation.

Once the Hyper Terminal Program is getting started, you will be asked to choose a name and an icon. Name it Light Desk Pro then pick any icon then click OK. Go to the next dialog box "Connect to" and choose "Direct to COM 2" . Ignore the telephone number and other settings in this box then click OK. In the next dialog box, set bits per second to 38400, data bits to 8, parity to none, stop bits to 1, flow control to none, then click OK. You will access Hyper Terminal desktop. Click File menu in the upper left corner of the desktop, then "Properties", then select the "settings" tab. From the settings tab click "ASCII Setup". In the next dialog box, leave all settings deselect, then OK. Close Hyper Terminal and you will be prompted to save this Hyper Terminal setup. Click YES to save it then you will have a program labeled "Light Desk Pro.ht". You may want to make a shortcut on your desktop if you plan to use your PC with Light Desk Pro often. From this point on, whenever necessary, you can just click Light Desk Pro.ht icon to invoke the Light Desk Pro Hyper Terminal configuration quickly.

Once configured, you can use Hyper Terminal to send the Light Desk Pro data file and save it on your hard disk. Connect to your PC as described hereinbefore. Next call the version of Hyper Terminal that you created for Light Desk Pro. Click on "Transfer" on the top menu bar and select "Capture Text". A dialog box will appear allowing you to select a folder and name for the data file you send. Use a name like "Light Desk Prolib.txt". Be sure to give a new file name that is not available in this folder, because the data sent from Light Desk Pro will not be overwritten the old and instead be added to the existed file. Click "Start" and Hyper Terminal is now ready to receive the file from Light Desk Pro.

Setup Menu

Go to the menu setting on Light Desk Pro, move the Fader 4 or press Up/Down button until desired data name appears in the Screen. Press "ok" to start sending the file, a waiting prompt message will appear in the Screen.



It is always advisable not to discontinue the communication while you are sending the file. When the transmission is over, a complete message will appear in the Screen. Press "ok" or "esc" to return to the earlier menu.

After transmission, you can either close Hyper Terminal or return to the "capture text" pull down menu and select "stop", the file will be automatically saved.

8. Load Data File

Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until [LOAD DATA FILE] appears in the Screen.

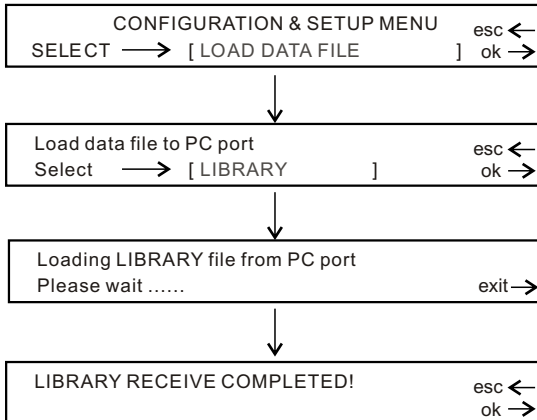
Press "ok" to access setting menu, a new window will appear indicating you to select desired data file you wish to download from your PC. This function allow you to download the new Library, Memory or Setup from your PC to overwrite old Library, Memory or Setup stored in your console. Before you can start

Setup Menu

downloading the data file, please make sure you've established the communication between this console and your PC successfully and Windows configuration has been completed properly.

Please refer to menu 7 on page for instructions of RS-232 connection and Windows configuration.

Call the version of Hyper Terminal that you previously created for Light Desk Pro. Click on "Transfer" on the top menu bar and select "Send Text File". A dialog box will appear allowing you to select the text file. Find the drive and folder, select the file and click on "Open". Hyper Terminal will begin to transmit the file. When the downloading is over, a receiving prompt message will appear in the Screen.



Press "ok" or "esc" to return to the earlier menu. If there is something wrong, an error message will appear. appear in the LCD. Check your connections and try again.

9. Update Software

Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until the message [UPDATE SOFTWARE]. appears in the Screen.



Setup Menu

Press "ok" to access setting menu, a waiting message will appear indicating that this console is ready to receive the software.

Updating software
Please wait

exit →

Turn to your PC and call the version of Hyper Terminal that you created for Light Desk Pro. Click on "Transfer" on the top menu bar and select "Send Text File". A dialog box will appear allowing you to select the text file we provide (We will provide you the higher version software in Text type file). Find the drive and folder where the file is located, select the file and click on "Open". Hyper Terminal will begin to transmit the file. It will take you two minutes to complete this software updating. If the software has been updated successfully, your Light Desk Pro will reboot its system and get started with its procedures. If there is something wrong, an error message will appear, please check the connection and try again.

10. Save to Card

Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until the message [SAVE TO CARD] appears in the Screen. Please insert your Scandisk 32 MB Compact Flash card first before you can access this menu. Press "ok", a new window will appear allowing you to select and name the sector which will be used to format your CF card preliminarily.

Move Fader 3 to select the sector within 1-15, then use Forward button together with Fader 5 to name this sector.

Press "ok" to access setting menu, A new window will appear indicating you to select the file category you wish to make a backup.

This menu allows you to make a backup of the Library, Memory or Setup using CF card. Move Fader 4 or press Up/Down button until wanted file category appears in the Screen.

Setup Menu

Press "ok" to start backup, a waiting message will appear until this backup is complete. Subsequently, a complete message will appear, you can press "ok" or "esc" to return to the earlier menu. If the CF card is not inserted or improperly inserted, the message "no card" will appear in the Screen.

CONFIGURATION & SETUP MENU		esc ←
SELECT →	[SAVE TO CARD]	ok →

SAVE TO CARD MENU		esc ←
Select →	[1] —	ok →

SAVE TO CARD MENU		esc ←
Select →	[1] — FCC-2-Lib	ok →

Save data from Console to Card		esc ←
Select →	[LIBRARY]	ok →

Save LIBRARY from Console to Card	
Please wait	

SAVE LIBRARY COMPLETED!		esc ←
		ok →

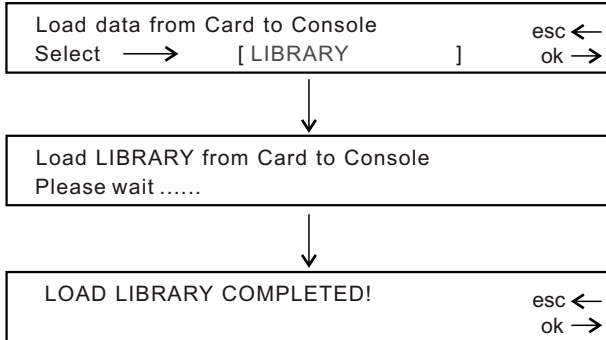
NO CARD!		esc ←
PLEASE INSERT CARD AND RETRY.		ok →

11. Load From Card

Press the Setup button to access Setup menu. Move the Fader 4 or press the Up/Down buttons until [LOAD FROM CARD] appears in the Screen. Press "ok" to read this CF card, a new window will appear allowing you to learn the message of the sector and its name . Move Fader 3 to select the sector within 1-15. Press "ok" to access setting menu, a new window will appear allowing you to select the Library, Memory or Setup to restore your console. Move Fader 3 or press Up/Down button to select the Library, Memory or Setup, press "ok" to start reading this CF card.

Setup Menu

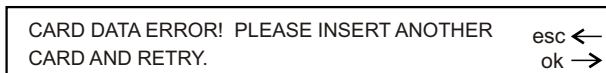
The old file will be overwritten by the new file from the CF card when you have successfully read in this CF card.



If the CF card is not inserted or improperly inserted, the message "no card" will appear in the Screen.



The CF card, that you use to load the Library, Memory or Setup, should be written by this console before. Otherwise, you won't read in this CF card successfully, accordingly causing data read error.



Press "ok" or "esc" to return to the earlier menu when you have successfully read in the CF card.



Record

This console allows you to record up to 48 shows, chases and scenes. This Section details the procedures of recording the scene, chase and show. To access the Record mode, just press the Record button causing its LED to blink briefly, a new window will appear. To exit the Record mode, press the Record button causing its LED to go out, or press "esc" until the Record LED goes out.

Select what you want to record	esc ←
	ok →

1. Record Shows

Press the Record button to cause its LED to blink briefly, a new window will appear, telling you to select the show, chase or scene you wish to record.

Select what you want to record	esc ←
	ok →

Press the Show button to access the edit menu, its LED will be lit, and a new window will appear, indicating you to select the show you wish to edit.

Select page and show number	esc ←
-----------------------------	-------

Select the show number using Flash 1-12 together with the Flash page button, a new window will appear.

SHOW	STEPS	esc ←
01	[--]	edit →

Move the Fader 2 or press Up/Down button to select the number of the step within 1-48. Press ok ("edit") button to access setting menu. This menu has three(3) options, namely Active Effects, Edit Steps and Step's Time. The following paragraphs will detail these options respectively.

EDIT MENU	esc ←
[ACTIVE EFFECTS]	ok →

1.1 Active Effects

Move the Fader 4 or press UP/DOWN button until the message [ACTIVE EFFECTS] appears in the Screen. Press "ok" to access this setting menu. This menu allows you to determine which fixture(s) is used by the show, which channel(effect) is active and which one is not.

EDIT MENU	esc ←
[ACTIVE EFFECTS]	ok →

You will have to select fixture(s) first if no fixture has been selected for the show. Press the Fixture 1-16 to select the fixture, the LED above the fixture number will blink briefly and the fixture's effects will appear in the Screen.

-----SELECT FIXTURE-----
Select active fixtures/effects

You may select several fixtures at a time, however, only the latest one, whose LED blinks, is active for the show. Meanwhile, a group of several fixtures can be active for the show. Several fixtures with the same effects can make up a group. Press and hold down the Fixture button, and in the meantime press the Fixture 1-16 to select several similar fixtures to make a group following selecting the group number by pressing the Fader 1-6 button. The group number is indicated by the lit LED above the button, and the LEDs of the fixtures in the group will blink simultaneously. Please take note of selecting the similar fixtures for one group, or a prompt message will appear indicating you to have a try again.

Different fixture: no effect controls
Select active fixtures/effects

The fixture's effects will appear in the Screen once the fixture is selected. You can press the Fader 1-6 directly below the effects in the Screen or Pan/Tilt button to enable or disable these effects. The LEDs corresponding to these effects are lit when these effects are enabled, whereas the LEDs are off when these effects are disabled.

Press "ok" to continue your setting if there is more than one page of effects. When you have finished these settings, please press "ok" or "esc" to return to the earlier menu.

Record

IMPORTANT! This console complies with LTP (Latest Takes Priority) principle, as a result, if a fixture is used by more than one show, the latest activated show will surely become the first consideration.

1.2 Edit Steps

Move the Fader 4 or press UP/DOWN button until the message [EDIT STEPS] appears in the Screen. Press "ok" to access this setting men, the fixture(s) you selected for the show will be enabled and its effects will appear in the Screen. This menu allows you to create or modify the steps which make up the show.

EDIT MENU						esc ←
[EDIT STEPS]						ok →

COLOR	GOBOS	G.ROT	PRISM	SHUTT	DIMMR	0
0	120	0	0	0	255	999

Move the Faders 1-6 and use the joystick to control the adjustment of the enabled fixture(s). If this adjustment is satisfactory, press and hold down the **Store** button, a message "Select destination step" will appear in the Screen.

Select destination step

In the meantime, press Flash 1-12 together with Flash page to select the step number where you wish to store this step. Proceed in this way for each step required.

You can also directly access and call a step required to be edited. Press and hold down the Step button, a message "Select step to edit" will appear in the Screen.

Select step to edit

Record

Meanwhile press Flash 1-12 together with page to select the step you wish to edit. The step will be available immediately. Modify and store the step in accordance with the editing procedure hereinbefore.

When the procedure is finished, press "esc" button to return to the setting menu.

1.3 Step's Time

Move the Fader 4 or press UP/DOWN button until the message [STEP'S TIME] appears in the Screen. Press "ok" to access this setting men, a new window will appear. This menu allows you to set the standing time and crossfade of each step in a Show.

EDIT MENU	esc ←
[STEP'S TIME]	ok →

SHOW	STEP	CROSS%	TIME	
- 1 -	[2]	50	2S	ok →

Move the Fader 2 to select the step number(STEP), then move the Fader 4 to select the standing time of the step(TIME) within 0 second to one minute and 39.9 seconds(1M39.9S), in the end move the Fader 3 to select the crossfade (CROSS%), i.e. percentage of the standing time, within 0-100%. Proceed in this way for each step required.

It's possible to set several steps at a time with the same setup. Press and hold down the Step button, meanwhile select several steps(indicated by the lit LEDs) using the Flash 1-12 buttons together with page button. A message will appear in the Screen.

SHOW	STEP	CROSS%	TIME	
- 1 -	[GR]	***	*****	ok →

Set the values as the way described hereinbefore. Press "ok" to return to the setting menu.

Record

When you have finished editing the show, press the Show or Record button to leave the edit menu. A prompt message will appear in the Screen. You can also press "esc" until the same message appears. Please remember to press the Enter button to store your setting definitively when you leave the edit menu. If you want to leave this menu without modifying this show, you can press the Fader 6 button below the "ESC". Press the Esc button to re-enter this menu for another try.

Show 01 will be update !	quit ←
Press ENTER to store	< ESC >

2. Record Chases

This console allows you to record up to 48 chases of conventional lights. Press the Record button to cause its LED to blink briefly, a new window will appear, telling you to select the show, chase or scene you wish to record.

Select what you want to record	esc ←
	ok →

Press the Chase button to access edit chase menu, its LED will be lit, and a new window will appear, indicating you to select the chase you wish to edit.

Select page and chase number	esc ←
------------------------------	-------

Select the chase number using Flash 1-12 together with the Flash page button, a new window will appear, meanwhile the message "step 1" will appear in the centered Segment Display.

CHASE	STEP	CROSS%	TIME	esc ←
- 1 -	[5]	50	2S	ok →

This menu allows you to determine how many steps constitute this chase, set the duration time(i.e. chase rate) and crossfade for the chase, and create or modify the steps which make up the chase.

Record

Move the Fader 2 to select the value within 1-48 for the amount of step, then move the Fader 5 to select the duration time(TIME) within 0 second to one minute and 39.9 seconds(1M39.9S), and move the Fader 4 to select the crossfade (CROSS%, i.e. percentage of the duration time, within 0-100%.

Now we can start editing the step for the chase. The chase has a maximum of 48 steps, and each step consists of up to 24 channels. Use the Channel faders 1-12 together with the Channel bank button to create a desired lighting setup(scene), then press the Store button to save the scene as the 1st step of the chase. The Segment Display shows "step 2", indicating you are ready to edit the 2nd step. Carry on the 2nd step and the rest steps until all steps are completed.

You can also directly access and call a step required to be edited. Press and hold down the Step button, meanwhile press the Flash 1-12 together with the Page to select the step that will be indicated by the Segment Display. Proceed in the way stated in the above paragraph to edit and save the step.

Press "ok" to save the attributes - the amount of the steps, standing time, crossfade, etc. and return to the earlier menu. Press "esc" to leave this menu without changing these attributes.

Press the Record or Chase button causing Chase LED to go out, you will leave the record chase menu.

3. Record Scenes

This console allows you to record up to 48 scenes of conventional lights. Press the Record button to cause its LED to blink briefly, a new window will appear, telling you to select the show, chase or scene you wish to record.

Select what you want to record	esc ← ok →
--------------------------------	---------------

Press the Scene button to access edit scene menu, its LED will be lit, and a new window will appear, indicating you to select the scene you wish to edit.

Select page and scene number	esc ←
------------------------------	-------

Record

Select the scene number using Flash 1-12 together with the Flash page button, a new window will appear.

SCENE	TIME	
- 1 -	[3S]	esc ← ok →

This menu allows you to create or modify a scene consisting of up to 24 channels, and set the fade-time(TIME) for the scene. Use the Channel faders 1-12 together with the Channel bank button to create a desired lighting setup, then press the Store button to save it permanently as a scene.

On the other hand, move the Fader 2 or press Up/Down button to select the fade-time within 0 to one minute and 39.9 seconds(1M39.9S). Press "ok" to save your new fade-time and return to the earlier menu, then you can start editing another scene or more. Press "esc" to leave this menu without changing the fade-time of the scene. Proceed in this way until all 48 scenes have been finished.

Press the Record or Scene button causing the Scene LED to go out, you will leave the Record scene menu.

Playback

This section details the operations that can be performed when you have finished recording the shows, chases and scenes.

The LCD Screen on the upper left is very useful during the playback of scenes, chases or shows. There are the following messages available in the Screen:

Message display	Function Description
En01	To indicate you to start or suspend the playback
Ch01	To indicate you to scroll through all 48 shows, chases and scenes
Go01 - Go48	To play the selected show, chase or scene
Pu01 - Pu48	To suspend the show, chase or scene being played
SH01 - SH48	Shows 1-48
CA01 - CA48	Chase 1-48
SC01 - SC48	Scene 1-48

The Choose buttons can be used to select "choose" or "enter" mode. If you select "choose" mode, the message "Ch01" will appear in the bottom line of the Screen. Press the Go or Pause button to scroll to the show/chase/scene you wish to play.

Once you have select the show/chase/scene, press the Choose button to select "enter" mode until the message "En01" appears in the bottom line of the Screen. Press the Go button to play the show/chase/scene, meanwhile you can press the Audio button to synchronize them with audio beat. Press the Pause button to suspend the playing, then repeatedly tapping of Pause button will play the show or chase step by step.

During th playback, you can move the Preset faders 1-8 to control the dimming level of the show/chase/scene. To call off the playing, press the Choose to return to "enter" mode.

This console allows you to have 32 presets(shows/chases/scenes) allocated for Preset pages 1-4, 8 presets per page. Such a layout of presets offers a great convenience when you want to play several presets at a time. A maximum of 4 shows, 4 chases and 4 scenes can be played simultaneously. Please take note that one show/chase/scene can not be played in two presets or more.

Strobes Control

This console exclusively allocates 8 DMX channels for the control of the strobes. There are 20 built-in programs you can select for the chase of up to 4 strobe lights. The Menu button can be used to access the Program, Speed or Dimmer menu.

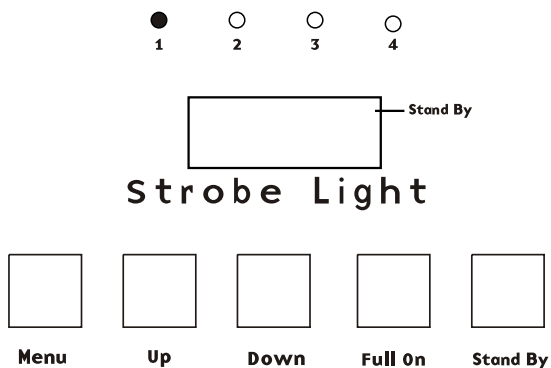
Press the Menu button until the message "Pr" appears in the Segment Display. Use the UP/DOWN buttons to select programs 1-19 or autocycling-program.

Press the Menu button until the message "SP" appears in the Segment Display. Use the UP/DOWN buttons to select the speed within 1-99 for the current program. A value of 01 will give you the slowest speed and 99 will give the fastest speed.

Press the Menu button until the message "di" appears in the Segment Display. Use the UP/DOWN buttons to select the intensity within 1-99 for the program. A value 01 gives the lowest output and 99 gives full intensity.

The Full On button is used to bring the overall output to full intensity. This function is enabled when the Full On button is pressed down, and disabled when set free. Press the Stand By button to activate Stand By mode. Press again to deactivate this function.

The Full on function takes priority of Stand by if both are active.



Manual Fixtures

In addition to 48 shows, this console also allows you to control the fixtures manually whenever the Fixture LED is lit. Up to 16 patched fixtures are readily on call, giving you a great flexibility to get to desired effects whether the fixtures are being used by the shows or not.

When the Fixture LED is lit, press the Fixtures 1-16 button to select what you want to control manually. The LED above the Fixture number will blink briefly if the patched fixture is active for manual control, and the message of channel effects patched for the fixture will appear in the LCD Screen located on the top right.

Move the Faders 1-6 to manual control the effects displayed in the Screen. Meanwhile the joystick can be used to control the two X(Pan) or Y(Tilt) movements if the Pan or Tilt is active(indicated by the lit LEDs). Press the "ok" button to scroll to the next page if there is more than one page. The fader 1-6 buttons can be used to call the tabulating values if you've set up the tabulations during the setup of menu 1.1.9 Control Type.

COLOR	GOBOS	G.ROT	PRISM	SHUTT	DIMMR	0
0	120	0	0	0	255	999

If the fixture is being used by a show, the rest channels not having handled by the manual control will still be subject to the show. If you want to call off the manual control over the fixture to restore the manually-affected channels, you can press either of the Setup and Record button.

Group of fixtures is useful if there are several similar fixtures, which you want to control at a time, in the patch. Press and hold down the Fixture button, the message of 6 group code will appear in the Screen. Press the Faders 1-6 button below the group code display to select a group, the LED will be lit to indicate the group code. Press the Fixtures 1-16 button to select the fixtures, their LEDs will blink simultaneously. If the fixtures use the same channel effects, these effect string will appear in the Screen indicating this group has been established successfully. If the fixtures' effects are different, a message "different fixture: no effect control" will appear in the Screen.

Once you've created the groups of fixtures, you can call the group by pressing the Faders 1-6 button while holding down the Fixture button.

Utility Facilities

Times

The Times button is used to set a multiplying factor for the playing speed of the shows, chases or scenes. When the Fixture LED is lit and the message "SELECT FIXTURE" appears in the Screen, press the TIMES button to access the times menu, its LED will blink briefly and a new window will appear.

---	SELECT SHOW	---	SPEED%	esc ←
01	--	--	[25]	ok →

This function allows you to multiply the playing speed within 25-400% for the shows, chases or scenes. As a result, you can greatly enhance or attenuate the playing speed of the presets.

Press the Show button, the shows being played will appear in the Screen. Press the Faders 1-4 button or Forward/Backward button to select the show, which is indicated by the marking "*" ". Move the Fader 5 or press Up/Down button to set the SPEED% within 25-400%. After all, the ultimate playing speed complies with the limit of 1 minute and 39.9 seconds(99.9 seconds).

Proceed in this way to continue the setup of speed% for the chases or scenes.

Additionally, the Flash 1-12 buttons can be used together with the Flash page button to directly call a certain step of the active show or chase with the mark "*" ".

Press the TIMES button again to leave this menu, its LED will go out.

Utility Facilities

Copy

When the Fixture LED is lit and the message "SELECT FIXTURE" appears in the Screen, press the COPY button to access the copy menu, its LED will blink briefly and a new window will appear.

COPY OBJECT	FROM	TO	esc ←
Show	[1]	2	ok →

This function allows you to make a copy between two shows, chases or scenes. The Show, Chase or Scene button can be used to make a copy of the show, chase or scene. Press the Show button, move the Fader 3 to select the source show you wish to have a copy, then move the Fader 4 to select the target show you wish to place this copy. After your selections, press "ok", a prompt message will appear telling you the target show will be updated.

Show 02 will be updated!	quit ←
Press ENTER to store	<ESC>

Press the ENTER button to save and leave this menu. Press the Fader 6 button <ESC> to leave this menu without having a copy. Press the "esc"(quit) button to cancel this copy and have another try.

Every time you finish a copy successfully, it will automatically leave this menu. Press the COPY button to have a new copy. Repeat the same procedure stated in the above paragraph for every copy required.

Utility Controls

Reset

This function allows you to send the reset command to your fixtures. Press the Reset button to access the reset menu, its LED will be lit and a new window will appear in the Screen.

PUSH FIXTURE'S KEYS TO SEND RESET esc ←
ok →

Press the Fixtures 1-16 button for several seconds until the fixture starts resetting. The time you keep pressing for depends on the fixture's performance. Please remember you should have assigned the reset channel and its values of On/Off first before you can carry out this function.

Lamp

This function allows you to switch on or off the fixture lamp. Press the Lamp button to access the Lamp menu, its LED will be lit and a new window will appear.

SWITCH LAMPS BY HOLDING DOWN KEYS esc ←
ok →

All the lamps are set to "on" by default when this console is turned on. Press the Fixtures 1-16 button for five(5) seconds, its LED will go out, accordingly the fixture lamp will be switched off. To switch on the fixture lamp, you'll have to press the Fixtures 1-16 button for five(5) seconds again until its LED is lit.

Please remember you should have assigned the lamp channel and its values of On/Off first before you can carry out this function.

MIDI Implementation

To activate MIDI operation, you must first select a MIDI channel identical to that of the MIDI keyboard or sequencer.

The Light Desk Pro will send and receive MIDI program changes according to the following table:

NOTE	FUNCTION
0-47(00H-2FH)	SHOW 01-48
48-95(30H-5FH)	CHASE 01-48
96-115(60H-73H)	SCENE 01-20
116-125(74H-7DH)	STROBE PROGRAM 01-10
126(7EH)	SMOKE
127(7FH)	BLACKOUT

APPENDIX A - FIXTURE LIBRARY

The following is the list of "built in" lighting fixtures in the Light Desk Pro fixture library. Please refer to your fixtures' user manuals for fixture profiles.

American DJ Arcbeam 150
American DJ Mighty Scan
American DJ Pocket Scan
American DJ Star Tec H150

Elation Joy 150
Elation Joy 300

GLP Max 250
GLP Patend Light 1200 HMI
GLP Patend Light Basic
GLP Startec- 1200 I
GLP Ypoc 250

Coemar CF 1200 Hard Edge
Coemar CF 7 Wash Zoom
Coemar Ispot 150
Coemar Icyc 250
Coemar Ispot 575 DMX EB
Coemar Micro/ Mini Ultra Scan
Coemar MM 1200 DX
Coemar MM 1200 Zoom
Coemar NAT1200
Coemar PC 1000 and 1200
Coemar Prospot LX
Coemar Prowash LX
Coemar Samurai
Coemar Super CYC

Abstract Futurescan 2CE
Abstract Futurescan 3CE
Abstract Galactic Moon 2CE

Martin Acrobat
Martin CX2
Martin CX4
Martin Destroyer
Martin Exterior 200
Martin Exterior 600
Martin Exterior 600 Compact
Martin Mac 250 Mode 4
Martin Mac 300 Mode 4
Martin Mac 500 Mode 4
Martin Mac 600 Mode 4
Martin Mac 600 Nt Mode 4
Martin Mac 1200 Mode 4
Martin Minimac Profile
Martin Minimac Wash
Martin MX-1, MX-4
Martin PAL 1200 Mode 4
Martin PAL 1200 FX Mode 4
Martin QFX150
Martin Robocol or Pro 400
Martin Roboscan 812
Martin Roboscan Pro 918
Martin Wizard

Studio Due City Beam
Studio Due City Color
Studio Due Giant/ Giant Color
Studio Due Mini City
Studio Due Shark 150
Studio Due Stratos
Studio Due Stratos CMY

To be continued, PTO.

APPENDIX A - FIXTURE LIBRARY

Clay Paky Atomic 3000
Clay Paky Color 1000 DMX
Clay Paky Color 1200 DMX
Clay Paky Color 3000 DMX
Clay Paky Color 575 DMX
Clay Paky Cpcolor 150
Clay Paky Golden Color
Clay Paky Golden Scan
Clay Paky Golden Scan HPE
Clay Paky Golden Spot
Clay Paky Stage Scan DMX

High End Cyber light Mode 1
High End Cyber light Mode 2
High End Cyber light Mode 3
High End EC-1
High End EC-2
High End ES-1
High End Studio Beam
High End Studio Color 250
High End Studio Color 575
High End Studio Spot 250
High End Technobeam 18 Channel Mode
High End Technobeam -I(with iris)

Futurelight MH-640
Futurelight MH-660
Futurelight MH-840
Futurelight SC-240
Futurelight SC-470
Futurelight SC-570
Futurelight SC-780
Futurelight SC-940
Futurelight SC-980

Elite Servo Color 250
Elite Servo Color 575
Elite Servo Spot 250

PSL Autoscan plus
PSL Omniscan HQI 150
PSL Omni scan MSD 250
PSL Rotoscan

Varilite AR5
Varilite AR500
Varilite VL1
Varilite VL5
Varilite VL6
Varilite VLM

Work Blade 250

FAL Primoscan
FAL Super cleverscan

SGM Colorlab 250
SGM Galileo 1200
SGM Galileo 2
SGM Galileo 2-250
SGM Galileo 3
SGM Galileo 4
SGM Giotto Spot 1200
SGM Giotto Spot 400
SGM Giotto Wash 1200
SGM Newton
SGM Victory 250
SGM Victory II 250

Sagittar Infinity
Sagittar Prince

Memos



24-004-0974